Mystic

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

MYSTIC ORDER

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH
- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION
- ___ SAVING THROWS

INTELLIGENCE
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR
SIMPLE WEAPONS
MEDIUM ARMOUR
MARTIAL WEAPONS
HEAVY ARMOUR
SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used Total

d10

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

DISCIPLINE ATTACK BONUS

DISCIPLINE SAVE DC

PSI POINTS

Used Total

Psi Limit

PSIONIC TALENTS

KNOWN

PSIONIC DISCIPLINES

KNOWN

MYSTIC ORDER FEATURE

LEVEL 1

MYSTICAL RECOVERY

LEVEL 2

Immediately after you spend psi points on a psionic discipline, you can take a bonus action to regain hit points equal to the number of psi points you spent.

TELEPATHY

LEVEL 2

You can telepathically speak to any creature you can see within 120 feet of you. You don't need to share a language, but it must be able to understand at least one language or be telepathic.

MYSTIC ORDER FEATURE

LEVEL 3

STRENGTH OF MIND

LEVEL 4

After a short or long rest you can replace your proficiency in Wisdom saving throws with Strength, Dexterity, Constitution, or Charisma. This lasts until you finish your next short or long rest.

MYSTIC ORDER FEATURE

LEVEL 6

POTENT PSIONICS

LEVEL 8

Once on each of your turns when you hit a creature with a weapon, you can deal an extra 1d8 psychic damage to that target. When you reach 14th level, this extra damage increases to 2d8. In addition, you add your Intelligence modifier

CONSUMPTIVE POWER

LEVEL 10

When activating a psionic discipline, you can pay its psi point cost with your hit points instead. Your current hit points and hit point maximum are both reduced by the number of hit points you spend. This can't be lessened in any way, and the reduction to your hit point maximum lasts until you finish a long rest. Once you use this feature, you can't use it again until you finish a long rest.

PSIONIC MASTERY

LEVEL 11

As an action, you gain 9 special psi points that you can spend only on disciplines that require an action or a bonus action to use. You can use all 9 points on one or multiple disciplines. You can't also spend your normal psi points on these disciplines. You lose any of these special points that you haven't spent after a long rest.

If more than one of the disciplines you activate require concentration, you can concentrate on all of them. Activating one of them ends any effect you were already concentrating on, and if you begin concentrating on an effect that doesn't use these special points, the disciplines end that you're concentrating on. At 15th level, the pool of psi points from this feature increases to 11.

You gain one additional use of this feature at 13th, 15th, and 17th level. You regain any expended use of it with a long rest.

MYSTIC ORDER FEATURE

LEVEL 14

PSIONIC BODY

LEVEL 20

- Resistance to bludgeoning, piercing, and slashing damage.
- You no longer age.
- Immune to disease, poison damage, and the poisoned condition.
- If you die, roll a d20. On a 10 or higher, you discorporate with 0 hit points, instead of dying, and you fall unconscious. You and your gear disappear. You appear at a spot of your choice 1d3 days later on the plane of existence where you died, having gained the benefits of one long rest.